

LEVEL 1

A RESEARCH FACILITY MUST BE BUILT IN ORDER FOR THE EMPIRE TO RESEARCH HIGHER TECH LEVELS.

RESEARCH FACILITY



LIGHT FACTORY



MINING FACILITIES GENERATE INCREASED CREDITS.

MINING FACILITY



AT-ST



TIE MAULER



CANTINA



HUTT PALACE



USE SMUGGLERS ON THE GALACTIC MAP TO STEAL CREDITS FROM THE ENEMY.

SMUGGLER



USE BOUNTY HUNTERS ON THE GALACTIC MAP TO ELIMINATE ENEMY FIELD/FLEET COMMANDERS & SMUGGLERS.

BOUNTY HUNTER



BARRACKS



OFFICER ACADEMY



STORM-TROOPER



SCOUT BIKE



FIELD COMMANDER



FLEET COMMANDER



LEVEL 2

HEAVY FACTORY



2M REPULSOR TANK



SPMA-T



MAGNA-PULSE CANNON



TURBO-LASER TOWER



SHIELD GENERATOR



A POWER GENERATOR IS AUTOMATICALLY BUILT WITH A SHIELD GENERATOR.



LEVEL 3

ADVANCED FACTORY



AT-AT



HYPER-VELOCITY GUN



LEVEL 4

AT-AA



THE EMPIRE ADVANCES TO HIGHER TECH LEVELS BY RESEARCHING TECHNOLOGY. A RESEARCH FACILITY MUST BE BUILT IN ORDER FOR THE EMPIRE TO RESEARCH HIGHER TECH LEVELS.



LEVEL 1



ACCLAMATOR
STAR
DESTROYER



TIE FIGHTERS AND
TIE BOMBERS
AUTOMATICALLY
SPAWN FROM
SPACE STATIONS.
ACCLAMATOR,
VICTORY AND
IMPERIAL STAR
DESTROYERS.



TIE
FIGHTER



TIE
BOMBER

USE PROBE DROIDS
ON THE GALACTIC
MAP TO EXPLORE
PLANETS AND
REVEAL ENEMY
FORCES.



PROBE
DROID



TARTAN
PATROL
CRUISER

LEVEL 2



VICTORY
STAR
DESTROYER



TIE
FIGHTER



TIE
BOMBER



BROADSIDE
CRUISER

IMPERIAL HEROES

HEROES ARE AVAILABLE DEPENDING
ON DIFFERING FACTORS SUCH AS GAME
SCENARIO AND PLAYER TECH LEVEL.



G. MOFF
TARKIN



DARTH
VADER



BOBA
FETT



MARA
JADE

LEVEL 3



TIE
SCOUT



LONG
RANGE
SCANNER

LONG RANGE
SCANNERS
INCREASE
SIGHT RANGE IN
SPACE TACTICAL
BATTLES.

REFER TO THE MANUAL FOR MORE
INFORMATION ON HERO STRENGTHS.



CAPTAIN
PIETT



COLONEL
VEERS



EMPEROR
PALPATINE

LEVEL 4



IMPERIAL
STAR
DESTROYER



TIE
FIGHTER



TIE
BOMBER



INTERDICTOR
STAR
DESTROYER



GRAVITY
WELL
STATION

LEVEL 5



DEATH
STAR



SPACE STATIONS

LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5



GARRISON: IN CAMPAIGNS AND GALACTIC CONQUESTS, BARRACKS, LIGHT, HEAVY AND ADVANCED FACTORIES, INFILTRATOR FACILITIES AND SPACE STATIONS AUTOMATICALLY PRODUCE GARRISON UNITS. THESE ARE BONUS UNITS THAT ARE NOT AFFECTED BY THE POPULATION CAP. WHEN A GARRISON UNIT IS DESTROYED, THE STRUCTURE PRODUCES A REPLACEMENT. TIE FIGHTER AND TIE BOMBER GARRISONS SPAWN FROM ALL SPACE STATION LEVELS. TARTAN PATROL CRUISERS SPAWN FROM SPACE STATION LEVELS 2-5. ACCLAMATOR STAR DESTROYERS SPAWN FROM SPACE STATION LEVELS 4 AND 5.

BUILDINGS WITH THIS SYMBOL CAN ONLY BE BUILT ON CERTAIN PLANETS. SEE MANUAL FOR MORE DETAILS. THE IMPERIAL STAR DESTROYER CAN ONLY BE BUILT IF YOU CONTROL SULLUST, FONDOR, KUAT OR MON CALAMARI.

LEVEL 1



MINING FACILITIES
GENERATE
INCREASED CREDITS.

MINING
FACILITY



LIGHT
FACTORY



A POWER GENERATOR
IS AUTOMATICALLY
BUILT WITH A SHIELD
GENERATOR.

SHIELD
GENERATOR



T2-B
TANK

BARRACKS



OFFICER
ACADEMY



INFANTRY
PLATOON



PLEX
SOLDIER



FIELD
COMMANDER



FLEET
COMMANDER

CANTINA



HUTT
PALACE



USE SMUGGLERS
ON THE
GALACTIC MAP TO
STEAL CREDITS
FROM THE ENEMY.



SMUGGLER

USE BOUNTY
HUNTERS ON THE
GALACTIC MAP TO
ELIMINATE
ENEMY FIELD/FLEET
COMMANDERS &
SMUGGLERS.



BOUNTY
HUNTER

LEVEL 2

HEAVY
FACTORY



MPTL-2A

ION
CANNON



TURBO-
LASER
TOWER



LEVEL 3



T4-B
TANK

INFILTRATOR
ACADEMY



INFILTRATOR

LEVEL 4



AIRSPEEDER

SPEEDERS ARE
MANUFACTURED IN
A LIGHT FACTORY



THE REBELS ADVANCE TO HIGHER TECH LEVELS
BY STEALING TECHNOLOGY FROM THE EMPIRE.
STEALING TECHNOLOGY CAN ONLY BE
ACCOMPLISHED BY USING R2-D2 AND C-3PO
ON THE GALACTIC MAP. THE REBELS ADVANCE
IN TECH LEVEL ONCE THEY HAVE STOLEN ALL
OF THE AVAILABLE TECHNOLOGY.

<<LAND TECH LEVELS>>

LEVEL 1

X-WING



Y-WING



CORELLIAN CORVETTE



NEBULON B FRIGATE



LONG RANGE
SCANNERS
INCREASE
SIGHT RANGE IN
SPACE TACTICAL
BATTLES.

LONG
RANGE
SCANNER



LEVEL 2

CORELLIAN
GUNSHIP



MARAUDER
MISSILE
CRUISER



LEVEL 3

ALLIANCE
ASSAULT
FRIGATE



LEVEL 4

MON CAL
CRUISER



A-WING



REBEL HEROES

HEROES ARE AVAILABLE DEPENDING
ON DIFFERING FACTORS SUCH AS GAME
SCENARIO AND PLAYER TECH LEVEL.



MON
MOTHMA



R2-D2 &
C-3PO



KYLE
KATARN



HAN &
CHEWIE



CAPTAIN
PIETT



CAPTAIN
ANTILLES



COMM.
ACKBAR



OBI-WAN
KENOBI

SPACE STATIONS

LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5



GARRISON: IN CAMPAIGNS AND GALACTIC CONQUESTS, BARRACKS, LIGHT AND HEAVY FACTORIES, INFILTRATOR FACILITIES AND SPACE STATIONS AUTOMATICALLY PRODUCE REBEL GARRISON UNITS. THESE ARE BONUS UNITS THAT ARE NOT AFFECTED BY THE POPULATION CAP. WHEN A GARRISON UNIT IS DESTROYED, THE STRUCTURE PRODUCES A REPLACEMENT. X-WING AND Y-WING SQUADRONS ARE SPAWNED BY ALL SPACE STATION LEVELS. CORELLIAN CORVETTES ARE SPAWNED BY SPACE STATION LEVELS 2-5. NEBULON B FRIGATES ARE SPAWNED BY SPACE STATION LEVELS 4 AND 5.

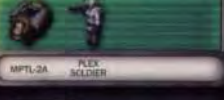
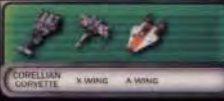
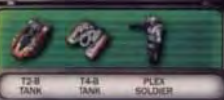
BUILDINGS WITH THIS SYMBOL CAN ONLY BE BUILT ON CERTAIN PLANETS. SEE MANUAL FOR MORE DETAIL. THE MON CALAMARI CRUISER CAN ONLY BE BUILT IF YOU CONTROL SULLUST, FONDOR, KUAT OR MON CALAMARI.

IF ATTACKED BY

COUNTER WITH

IF ATTACKED BY

COUNTER WITH



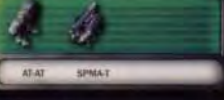
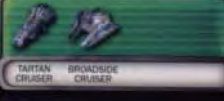
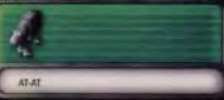
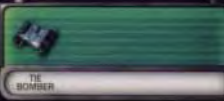
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EMPIRE AT WAR
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